

ABSTRACT OF THE DISCLOSURE

MODULAR ENTERTAINMENT SYSTEM CONFIGURED
FOR MULTIPLE BROADBAND CONTENT DELIVERY
INCORPORATING A DISTRIBUTED SERVER

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In-flight passenger entertainment system for an aircraft or other vehicle, utilizes a distributed network server architecture to host and support a variety of audio/visual content providing applications. A communications management unit provides connectivity between the distributed network architecture and various satellite, wireless, or ground broadband signal sources. A distributed server architecture allows passengers to access World Wide Web functionality, e-mail functionality as well as multimedia content, broadcast television, cellular telephone communication, and the like. Individual nodes of the distributed network architecture host individual ones of the various communication applications such that a central server and centralized distribution network is no longer necessary.

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